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ABSTRACT

The present inventibilities a vocabulary building word game that converts common phrases, names,

3 titles, or words into complex and generally not commonly known words. By use of definitional

4 clues, the player or players attempt to determine the meaning of the common phrase, name, title or

word. A player's skill is indicated by the number of clues needed to solve the puzzle. While

playing the game, the player(s) are building their vocabularies while having fun.